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PANZER DRAGOON™ ZWEI

THEN GO AND FRY YOUR FOE



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REALLY PUZZLING!

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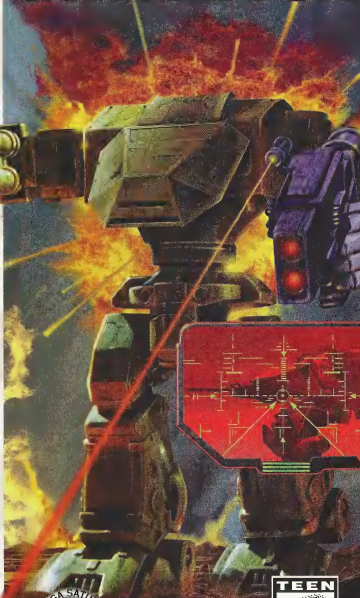
SEGA®



SEGA SATURN™

81046

GUN GRIFFON™



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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THE WORLD AT WAR



2005: The effects of global warming have taken their toll, and there is almost no food or fuel left on Earth. The nations of the world have only two options: fight for what little is left, or die. Most choose to fight.

The nations of the world join into four groups: the Pan European Union (PEU), the United America Countries (UAC), the Asian Pacific Community (APC) and the Organization of African Unity (OAU). These factions challenge each other to land and air battles of increasing intensity. The majority of these battles are fought with armored land vehicles and supported from the air by attack and supply helicopters. In order to conserve what is left of Earth's precious resources, nuclear weapons are strictly avoided... for now.

2007: The mechanics of war are further revolutionized by the creation of an all-terrain armored vehicle, the AWGS (Armored Walking Gun System). Manufacture and deployment of the AWGS give the APC an edge.

2074: Information leaks out regarding the development of a new weapon. Faster and more powerful than the AWGS, this special armored fighting machine not only has a varied arsenal at its disposal, but is capable of short aerial battles as well as flexibility in all kinds of terrain.



Two months later, in China, the HIGH-MACS makes its debut.

You have been chosen to pilot a HIGH-MACS in the 45th Armored Division, an elite combat unit of the UAC's Foreign Legion. You will take part in eight missions, all vital to the survival of your allies. The balance of the war lies in your skills as a pilot of one of these sophisticated machines....

THE HIGH-MACS

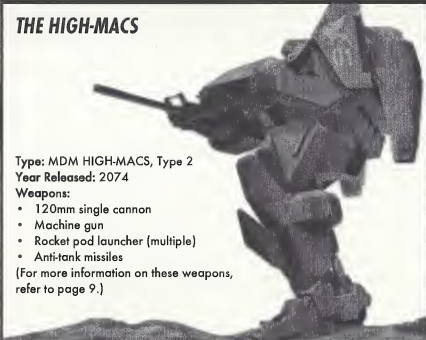
Type: MDM HIGH-MACS, Type 2

Year Released: 2074

Weapons:

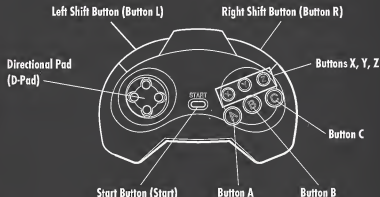
- 120mm single cannon
- Machine gun
- Rocket pod launcher (multiple)
- Anti-tank missiles

(For more information on these weapons, refer to page 9.)



TAKING CONTROL

Take a moment to familiarize yourself with your equipment. Instructions are on the following page. Detailed instructions on mech control can be found on page 8.



HIGH-MACS CONTROLS

Note: The following describes the functions of the default game controls (Setting Type A). Button configurations can be changed in the Key Assign feature of the Configuration screen. See page 7 for details.

CONTROL	PREGAME	DURING PLAY
Directional Pad (D-Pad)	<ul style="list-style-type: none"> Highlights menu options 	<ul style="list-style-type: none"> Moves your mech Aims weapon
Start	<ul style="list-style-type: none"> Starts game 	<ul style="list-style-type: none"> Pauses game/Accesses DLS (see page 13)
Button A	<ul style="list-style-type: none"> Selects menu options 	<ul style="list-style-type: none"> Resumes play from DLS Accelerates mech backward
Button B	<ul style="list-style-type: none"> Cancels selections 	<ul style="list-style-type: none"> Effects slide (strafe) move
Button C	<ul style="list-style-type: none"> Selects menu options 	<ul style="list-style-type: none"> Selects weapons
Button X	<ul style="list-style-type: none"> Not used 	<ul style="list-style-type: none"> Accelerates mech forward
Button Y	<ul style="list-style-type: none"> Not used 	<ul style="list-style-type: none"> Activates Night Vision
Button Z	<ul style="list-style-type: none"> Not used 	<ul style="list-style-type: none"> Makes mech jump
Left Shift Button (Button L)	<ul style="list-style-type: none"> Cycles through control settings in Key Assign screen Scrolls through instructions in DLS 	<ul style="list-style-type: none"> Moves Turret (Simultaneously press D-Pad left or right)
Right Shift Button (Button R)	<ul style="list-style-type: none"> Cycles through control settings in Key Assign screen Scrolls through instructions in DLS 	<ul style="list-style-type: none"> Fires weapon

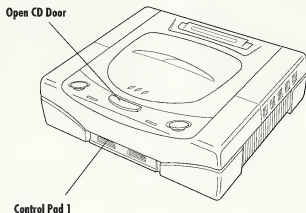
USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

Note: *Gungriffon™* is for one player.

2. Place the *Gungriffon* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



GETTING STARTED



A game intro follows the Sega, Game Arts™ and TrueMotion® logos. Press Start at any time to bring up the *Gungriffon* Title screen. Press again for the Main Menu:

Main Game: Begin a regular game. (See page 13)

Exercise: Familiarize yourself with the controls or sharpen your battle skills in this special mode. (See page 12)

Options: Configure your game controls, alter difficulty or sample the game music and sound effects. (See below)

Ranking: Review the ranks of the top warriors in each mode. (See page 15)

Highlight any mode with the D-Pad and press Button A, C or Start.

VIEW YOUR OPTIONS

Select **Options** to call up the Configuration screen. Highlight the desired option with the D-Pad, then press Button A or C until the entire selection is highlighted. Press the D-Pad left or right to change features within the selected option, then press Button A or C again to deselect. Press Button B to cancel a selection.



Play Level: Choose a difficulty level for the game: **Easy**, **Normal** or **Hard**.

Up/Down: Choose **Normal** for normal D-Pad response (press the D-Pad up to tilt the mech upward). Choose **Reverse** to reverse the D-Pad response (press the D-Pad up to tilt the mech downward).

Sound Mode: Turn the background music **ON** or **OFF**.

Sound Test: Sample the music and sound effects of the game. After selecting this option with Button A or C, press the D-Pad up or down to highlight **BGM** or **S.E.**, and press left or right to select a track. Press Button A or C to start the track. Press Button B to stop the track and exit the option.

Exit the Configuration screen one of two ways: highlight **Exit** and press Button A or C, or press Button B until the Title screen returns.

KEY ASSIGN



Use this feature to configure your game controls. Highlight **Key Assign** and press Button A or C to call up the Key Assign screen.

Press the D-Pad left or right, or press Button L or R to cycle through the available settings (Type A is default). Press Button A or C to choose your setting and return to the Configuration screen.

You can also customize your game controls. Cycle through the Key Assign settings until the **User** setting appears. Press Button A or C to highlight the selection. The box around the first control (Button A) is also highlighted. Press the D-Pad left or right to cycle through available functions. Press up or down to highlight another control box. When you're finished, press the D-Pad up or down to highlight **Exit**, and press Button A or C.



Note: Two controls cannot be selected to perform the same function.

CONTROLLING YOUR MECH

The following explanation covers the functions of the default controls (Setting A).

BASIC FUNCTIONS

MOVING AROUND

(D-PAD, BUTTON X, BUTTON A)

Buttons A and X control your walking and dashing movements. Press Button X once to walk forward. Press X twice to dash forward. To slow down or brake, press Button A.

Press Button A to move backward. When walking or dashing backward, press Button X to slow down or stop.



Note: You can also use Buttons X and A to move forward and backward while in midair.

Press the D-Pad left or right to turn your mech. Pressing the D-Pad up or down tilts your mech toward or away from the ground.

WEAPONS SYSTEM

(BUTTON R, BUTTON C)

Use the D-Pad to aim and press Button R to fire. Press Button C to cycle through your available weapons. Weapons come in limited supply, and amounts vary with each mission; find a Supply Helicopter to reload.



You have four kinds of weapons:

Gun: This powerful 120mm cannon is simple, but effective. The sight flashes when you've locked onto your target. You have a limited number of rounds.

MG (Machine Gun): You never run out of rounds, but the machine gun overheats and jams if used continuously. When this happens, you must wait for the weapon to cool before you can use it again.

RP (Rocket Pod): Press the fire button and cut loose with a barrage of explosive projectiles that cover a large area and do a great deal of damage. Supply is limited.

ATM (Anti Tank Missile): This is by far the most powerful weapon in your arsenal, but supplies are very limited. The ATM is effective on moving targets within 30 yards.

OTHER FUNCTIONS

The Turret enables you to scout around and fire at objects while walking in a different direction. While holding Button L, press the D-Pad left or right to swivel the turret in those directions.



The Jump sends your craft high into the air where you can fire on ground-bound vehicles or battle airborne craft in their own territory. This move is also good for getting past obstacles or escaping rough battle situations. Press Button Z to jump. Press Button A or X to move forward or backward in midair.



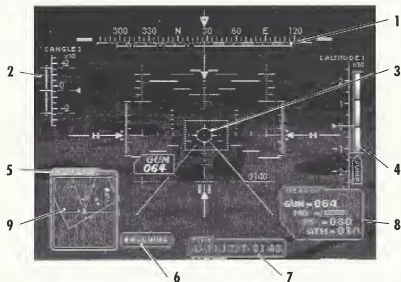
Night Vision (infrared) enables you to find your targets in the dark and in other areas of low visibility. Press Button Y to activate. Press again to shut Night Vision off.



Lateral Movement (strafe) enables you to slide your HIGH-MACS to the left or right to get around obstacles and outmaneuver enemies. Simultaneously press **Button B** and the **D-Pad** left or right.



SCREEN SIGNALS



1. **Compass**
2. **Tilt Angle**

Shows the degree your HIGH-MACS is tilted. 0 is level.

3. **Target Sight**

Changes according to weapon used and object sighted.

4. **Jump Meter**

The meter on the left shows how much energy is available for a jump. Wait until the bar reaches the top of the meter in order to regenerate your jump power. The bar on the right shows how many jumps remain. You have enough power to make three jumps in succession.

5. **Damage Gauge**

Indicates damage to your craft. This gauge is green when damage is minimal. As damage is accumulated, it turns yellow, then red, then begins to flash. If you take any damage after this point, your HIGH-MACS system fails and the mission ends.

6. **Warning**

Indicates when an enemy is in close proximity and is firing at you. Also indicates that you are about to cross the boundaries of the combat area. The space above is an area for messages from Mission Control.

7. **Timer**

Shows time elapsed and time remaining in the mission. An alarm sounds during the last thirty seconds. Each mission is timed, and if the timer runs out, you fail the mission.

8. **Weapon Status**

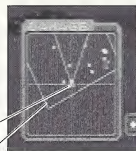
Shows what weapons are being used and their current status. The weapon you are using appears on top. For details on weapons, see page 9.

9. **Radar**

Shows important features in your proximity. The white boundary shows the combat area. If you leave the combat area, the mission aborts and the game ends.

The colored dots indicate other vehicles in your area. Blue dots are friendlies, yellow dots are targets, and red dots indicate immediate threats. Flashing dots indicate vehicles capable of flight. When you take an enemy hit, the quadrant where your enemy is located flashes red.

Your Mech
Combat Area



Note: Your radar is disabled if you go into heavily forested areas.

Your targeting radar is similarly coded:



Friendlies
(Blue hexagon)



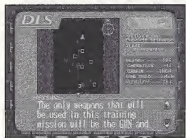
Enemies
(Yellow square)



Immediate Threats
(Red square)

EXERCISE MODE

Familiarize yourself with your mech's controls by practicing "war games" in Exercise mode. From the Main Menu, select **Exercise** and press Button A, C or Start. The Exercise Select screen appears. Use the D-Pad to highlight **Beginner** or **Expert**, and see the information about each exercise. Choose your exercise by pressing Button A, C or Start, or return to the Title screen by pressing Button B.



Next you receive your mission briefing. Read through your orders and view the exercise map. Use the D-Pad to scroll around the map. Scroll your orders up and down by pressing Button L or Button R. When you're ready to begin, press Button A, C or Start.

Map Key

- ☐ White Square: Non-combatant
- ☐ Orange Square: Enemy Tank
- ☐ Orange Circle: Enemy Helicopter
- Orange Triangle: Enemy AWGS (Armored Walking Gun System)

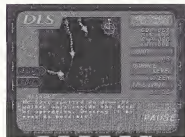
MAIN GAME MODE

From the Game Menu, select **Main Game** and press Button A, C or Start. The Mission Select screen appears. At first you'll only be able to choose one of four missions, but as you complete your missions, you also have the option of going back to previous locations to polish your timing and technique. Press the D-Pad to highlight the location you want to visit, then press Button A, C or Start. A mission description appears. Press Button A or C to continue with the mission or press Button B to return to the Mission Select screen.



Once you select a mission, you receive a mission history, followed by a briefing. You can skip the history screen by pressing Button A, C or Start. The mission briefing screen is identical to the one in Exercise Mode (facing page). To speed through the briefing, press Button A, C or Start. Press again to begin play.

THE DLS (DATA LINK SYSTEM)



The DLS is your link with Mission Control, and gives you the latest status of your mission. Press Start at any time during play to pause the game and access the DLS. A screen appears showing a map of the area (similar to that in the pre-game screen), the status of your HIGH-MACS, and any messages regarding your mission. Use the D-Pad to scroll around the map.

You can also choose to restart or leave a mission from this screen. Press Button A or C, and the word **Restart** is highlighted. Press the D-Pad up or down to highlight **Restart** (restart the current mission from the beginning) or **Quit** (return to the Title screen). Press Button A or C to select, or Button B to cancel. A confirmation appears. Press the D-Pad left or right to highlight **Yes** or **No**, and press Button A or C to choose.

Exit the DLS screen and return to your mission by pressing Start.

Map Key

Friendlies

 Your Mech (White)

Supply Helicopter (blue):


 In Flight

 Landing Site


 On Ground

 Destroyed


Enemies

 Enemy Helicopter (red)

 AWGS (red)

 Enemy Tank (red)

 Train (red and yellow)

 Surface-to-Air Missile

REFUELING

Your squadron is backed up by CH-47 supply helicopters. Come into contact with a supply helicopter to repair damage and reload your weapons.

A message appears on your console when a supply helicopter is in the area. Use the DLS to find the site where the helicopter will land next, and be sure you're in the area when the craft touches down. To refuel, reload, and repair your HIGH-MACS, walk up to the helicopter until you touch it, and stop. The message REFUELING appears on screen.



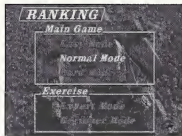
BATTLE RESULTS



Once you complete a mission, the Battle Result screen appears. You receive points for killing enemies and completing your mission as quickly as possible. Penalties are exacted for any damage suffered by fighters on your side. You receive a special bonus if you clear a mission without taking damage.

RANKING MODE

View the top ranking players, scores and playing times for all stages and levels of play. From the Main Menu, select Ranking and press Button A, C or Start. Highlight a game mode with the D-Pad, and press Button A, C or Start to call up the Ranking screen for that mode. Press Button B to exit the Ranking screen, and press Button B again to exit Ranking Mode.



NAME ENTRY



If you achieve the highest score in a stage, the Name Entry screen appears after the Battle Result screen. You can enter up to three characters. Press the D-Pad left or right to change the highlighted character, and press Button A or C to select. To cancel a selection and go back a space, press Button B. Press Start to finish name entry, or enter all three characters and press Button C. The characters begin to flash. Press Button B to cancel or Button A, C or Start to enter the initials and leave the Name Entry screen.

MISSION BRIEFINGS

MISSION 1: "DANDELION SEED"



Location: Kharkov, the Ukraine

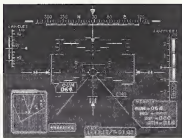
Objective: Your first mission is to guard the UAC's landing operation in the Ukraine. Neutralize all enemies in the territory, paying special attention to the AWGS in the area.

MISSION 2: "UNBOUND"

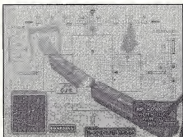
Location: Kiev, the Ukraine

Objective: APC forces threaten Kiev, a crucial location in the Ukraine. An emergency call has been issued to all UAC units, and since you were the closest, the future of the Ukraine now lies in your hands.

This is your first night mission. Use your Night Vision (Button Y) to set your sights on enemies within the maze of the city. Beware of airborne attacks.



MISSION 3: "FOXHUNT"



Location: Novosibirsk, Siberia

Objective: Supported by the APC, the people of Novosibirsk declared their independence, and have taken a stand against the rest of Russia. Your objective here is to cut off the APC supply line to the Russian city. The supplies are transported once a day by rail.

MISSION 4: "BLOODSTORM"

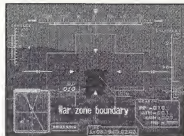
Location: Ulan Bator, Mongolia

Objective: You are being sent in support of the Russian forces as they attempt to claim Ulan Bator.

The enemy attack is expected to come from the East. Neutralize all enemies that attempt to storm in from the left. Your enemies are using updated equipment, and move very quickly.



MISSION 5: "CHICKEN CAGE"



Location: Datong, China

Objective: The Russian forces have driven the APC back into China, but are now surrounded by enemy forces near the Great Wall. The Russian units are almost completely out of fuel and ammunition. Your orders are to support the Russian troops.

MISSION 6: "SHOCK WAVE"

Location: Lianyungang, China

Objective: The APC has combined forces with other Asian countries and succeeded in driving the Russians from their position in China. The Russians plan to evacuate their troops using an American C-17, but are doing so beneath a heavy APC onslaught. It's up to you to fend off the waves of fast-moving APC M-19 and HIGH-MACS mechs until the C-17 is airborne.



MISSION 7: "IRON STORM"

Location: Weifong, China

Objective: The Russian retreat continues, but is hampered by the newly reorganized APC. Enemy forces have surrounded a Russian regiment as it attempted to withdraw. They sent out a distress signal, and your squadron was assigned to answer it.



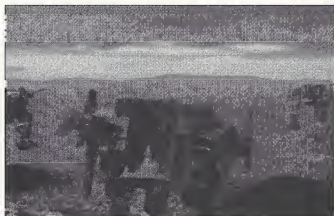
MISSION 8

Location: East Urol, Russia

Objective: You have proven your abilities as a pilot. Now the fate of the world lies in the balance!

IMPORTANT NOTE: SAVING GAME DATA

Missions cleared, Option settings and high scores are automatically saved to your Sego Saturn RAM. To avoid the possibility of corrupting this data, always return to the *Gungriffon* Title screen before turning off your Sego Saturn.



HINTS FROM THE VETERANS

GENERAL HINTS

- Before taking your first mission, spend some time in Exercise Mode and completely familiarize yourself with the controls.
- To make faster turns, tilt your mech up or down while turning.
- Saving time is important. Use the jump, slide (strafe) and dash to cover as much ground as possible.

ATTACKING STATIONARY/SLOW-MOVING ENEMIES

- When firing at land vehicles, aim high. When firing on tanks, aim for the turrets.
- Attacking from the air can cause twice the damage to an enemy as a ground attack, but also leaves you a clear target for enemy fire.

ATTACKING FAST-MOVING ENEMIES

- Attacking from the air gives you a clear vantage point to fire and makes it more difficult for enemies to get behind you.
- When tracking a moving enemy from a distance, fire at the space where the enemy is about to go. Let the enemy move into your shot.
- Although not effective at long range, multi-shot weapons like the Machine Gun or Rocket Pods are the most effective on helicopters.
- An attacking enemy will charge you, firing as it moves past. Counteract this move by using the Slide controls or by jumping clear.

CREDITS

PRODUCER

Greg Becksted

LEAD TESTER

Mark Griffin

ASSISTANT LEAD TESTERS

Jeff Hedges
Mark Paniagua
David Wood

TESTERS

Rob Prideaux
Sean Potter
Al Dutton
Joel Breton
Jeff Loney
Don Carmichael
Lorne Asuncion
Steve Bourdet
Rick Greer
Gene Rivers
Matt Ironside
Tim McKnew
Abe Navarro
Lance Nelson
Todd Slepian
Patrick Walsh
Kenny Robinson

Chris Sur
Roger Somerville-DeForest
Marc Dawson
Jeff Junio
Lloyd Kinoshita
Tony Lynch
Dave Paniagua
Tim Spengler
Daniel Dunn
Fernando Valderrama
Matt Underwood
Richard Krinock
Rey Alferez
David Dodge
Sean Doidge
Howard Gipson
Zenon Thornton

MANUAL

Wendy Dinsmore

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Frontline Marketing

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Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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